A Short (2)

TREATISE

On the GAME of

Back - Gammon.

CONTAINING

A TABLE of the thirty-six Chances, with Directions how to find out the Odds of being hit, upon ſingle, or double Dice.

Rules whereby a Beginner may, with due Attention to them, attain playing it well.

The ſeveral Stages for carrying your Men home, in order to loſe no Point.

How to find out who is forwardeſt to win a Hit.

Caſes ſtated for Back-Games, with Directions how to play for one.

Caſes ſtated, how to know when you may have the better of ſaving a Gammon by running.

Variety of Caſes of Curioſity and Inſtruction.

The Laws of the Game.

By *EDMOND HOYLE*, Gent.

LONDON:

Printed for T. OSBORNE, in *Gray's Inn*; J. HILDYARD, at *York*; M. BRYSON, at *Newcaſtle*; and J. LEAKE, at *Bath*, 1745.

[Price One Shilling.]

Edmond Hoyle

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A Short

TREATISE

On the GAME of

Back - Gammon.

CHAP. I.

BEcauſe it is neceſſary for a Learner to know, how many Points he ought to throw upon the two Dice, one Throw with another; we ſhall take the following Method to demonſtrate it.

Example. I would know how many Chances there are upon two Dice?

The Anſwer is thirty-ſix.

I wou'd alſo know how many Points there are upon the thirty-ſix Chances?

The Anſwer to which take as follows:

Viz.	*Points.*
2 Aces	4
2 Deuces	8
2 Trois	12
2 Fours	16
2 Fives	20
2 Sixes	24
6 and 5 twice	22
6 and 4 twice	20
6 and 3 twice	18
6 and 2 twice	16
6 and 1 twice	14
5 and 4 twice	18
5 and 3 twice	16
5 and 2 twice	14
5 and 1 twice	12
4 and 3 twice	14
4 and 2 twice	12
4 and 1 twice	10
3 and 2 twice	10
3 and 1 twice	8
2 and 1 twice	6

Divided by 36 | 294 | 8
228

6 294

294 divided by 36, ſolves the Queſtion; by which it appears, that one Throw with another, you may expect to throw 8u pon 2 Dice.

I wou'd know how many Chances there are upon 2 Dice?

The Anſwer is 3 , which are as follows:

	Chances.
2 Sixes	1
2 Fives	1
2 Fours	1
2 Trois	1
2 Deuces	1
*2 Aces	1
6 and 5 twice	2
6 and 4 twice	2
6 and 3 twice	2
6 and 2 twice	2
*6 and 1 twice	2
5 and 4 twice	2
5 and 3 twice	2
5 and 2 twice	2
*5 and 1 twice	2
4 and 3 twice	2
4 and 2 twice	2
*4 and 1 twice	2
3 and 2 twice	2
*3 and 1 twice	2
*2 and 1 twice	2
	36

Becauſe a Learner may be at a Loſs to find out by this Table of 36 Chances, what are the Odds of being hit, upon a certain, or flat Die, let him take the following Method.

Example. To know the Odds of being hit upon an Ace?

Look in the Table, where you will find thus * marked,

*2 Aces	1
*6 and 1 twice	2
*5 and 1 twice	2
*4 and 1 twice	2
*3 and 1 twice	2
*2 and 1	2
Total	11
Which deducted from	36
The Remainder is	25

By this Method it appears, that it is 25 to 11 againſt hitting an Ace, upon a certain, or flat Die.

The

The like Method may be taken with any other flat Die, as you have ſeen with the Ace.

I would know what are the Odds of entering a Man upon 1, 2, 3. 4, or 5 Points?

Anſwer.

		for.	*agt.*	*Reduced.* *for.*	*agt.*
To enter it	upon 1 Point is	11	to 25	or about 4	to 9
	upon 2 Points	20	16	5	4
	upon 3 Points	27	9	3	1
	upon 4 Points	32	4	8	1
	upon 5 Ponits	35	1	35	1

I would know what are the Odds of hitting, with any Chance, in the Reach of a ſingle Die?

Anſwer.

		for.	*agt.*		*for.*	*agt.*
To hit	upon 1	11	25	or about	4	9
	upon 2	12	24		1	2
	upon 3	14	22		2	3
	upon 4	15	21		5	7
	upon 5	15	21		5	7
	upon 6	17	19		$8\frac{1}{2}$	$9\frac{1}{2}$

I would know what are the Odds of hitting with double Dice? which are as follows:

Answer.

				Reduced.				
			for.	*agt.*		*for.*	*agt.*
To hit	upon 7	is	6	30	or about	1	5
	upon 8		6	30		1	5
	upon 9		5	31		1	6
	upon 10		3	33		1	11
	upon 11		2	34		1	17
	upon 12 (or 26's)		1	36		1	35

To

To explain further to a Learner how to make uſe of the Table of 36 Chances, when at a Loſs to find the Odds of being hit upon any certain, or flat Die, this ſecond Example is here added, to ſhew how to find by that Table the Odds of being hit upon a 6.

2 Sixes — —	1
2 Trois — — —	1
2 Deuces — —	1
6 and 5 twice —	2
6 and 4 twice —	2
6 and 3 twice — —	2
6 and 2 twice —	2
6 and 1 twice — —	2
5 and 1 twice —	2
4 and 2 twice — —	2
	17
Which deducted from	36
The Remainder is —	19

By

By the foregoing Example it is evident, that it is 19 to 17 againſt being hit upon a 6.

The Odds of	2 Love	is about	5 to 2,
and of	2 to 1	is	2 1,
and of	1 Love	is	3 2.

CHAP.

CHAP. II.

I.

IF you play 3 up at *Back-Gammon*, your principal View, in the firſt place, is, either to ſecure your own, or your Adverſary's *Cinq.* Point; when that is effected, you may play a puſhing Game, and endeavour to gammon your Adverſary.

II.

The next beſt Point (after you have gain'd your *Cinq.* Point, is to make your *Barr* Point, thereby preventing your Adverſary's running with 2 Sixes.

III.

After you have proceeded thus far, you are, in the next place, to prefer the making your *Quatre* Point in your own Tables, rather than the *Quatre* Point out of them.

VI.

IV.

Having gained theſe Points, you have a fair Chance to gammon your Adverſary, if he is very forward: For, ſuppoſe his Tables are broke at home, it will be then your Intereſt to open your Barr Point, and to oblige him to come out of your Tables with a 6; and having your Men ſpread, you not only may catch that Man which your Adverſary brings out of your Tables, but you will alſo have a Probability of taking up the Man left in your Tables, (upon Suppoſition that he had two Men there.) And ſuppoſe he ſhould have a Blot at home, it will then be your Intereſt not to make up your Tables; becauſe, if he ſhould enter upon a Blot, which you are to make for the purpoſe, you will have a Probability of getting a third Man; which, if accompliſhed, will give you, at leaſt, 4 to 1 of the Gammon; whereas, if you have only two of his Men up, the Odds is in his Favour that you do not gammon him.

V.

V.

If you play for a Hit only, 1 or 2 Men taken up of your Adverſary's, makes it ſurer than a greater Number, provided that your Tables are made up.

VI.

DIRECTIONS *how to carry your Men home.*

When you carry your Men home, in order to loſe no Point, you are to carry the moſt diſtant Man to your Adverſary's Barr Point, that being the firſt Stage you are to place it on; the next Stage is 6 Points further, *viz.* in the Place where your Adverſary's 5 Men are firſt placed out of his Tables; the next Stage is upon the ſix Point in your Tables. This Method is to be purſued till all your Men are brought home, except 2, when, by loſing a Point, you may often ſave your Gammon, by putting it in the Power of 2 Fives, or 2 Fours to ſave it. VII.

VII.

If you play to win a Hit only, you are to endeavour to gain either your own or your Adverſary's *Cinque* Point; and if that fails, by your being hit by your Adverſary, and you find that he is forwarder than you, in that Caſe, you muſt throw more Men into his Tables. The manner of doing it is thus: Put a Man upon your *Cinque* or Barr-Point, and if your Adverſary neglects to hit it, you may then gain a forward Game inſtead of a back Game; but if he hits you, you muſt play for a back Game, and then the greater Number of Men which are taken up, makes your Game the better, becauſe you will, by that means, preſerve your Game at home; and you muſt then always endeavour to gain both your Adverſary's Ace and Trois Points, or his Ace and Deuce Points, and take Care to keep 3 Men upon his Ace Point, that, if you chance to hit him from thence, that Point may remain ſtill ſecure to you.

VIII.

At the Beginning of a Set do not play for a back Game; becauſe, by ſo doing, you would play to a great Diſadvantage, running the Riſk of a Gammon to win a ſingle Hit.

CHAP. III.

DIRECTIONS *for playing at ſetting out the* 36 *Chances of Dice, when you are to play for a Gammon, or for a ſingle Hit.*

I.

TWO Aces, to be play'd on your Cinq. Point, and Barr Point, for a Gammon, or for a Hit.

II.

Two Sixes, to be play'd on your Adverſary's Barr Point, and on your own Barr Point, for a Gammon, or for a Hit.

III.

* Two Trois; two to be played on your Cinq. Point, and the other two on your Trois Point in your own Tables, for a Gammon only.

IV.

† Two Deuces, to be played on your Quatre Point in your own Tables, and two to be brought over from the five Men placed in your Adverſary's Tables, for a Gammon only.

V.

‡ Two Fours, to be brought over from the five Men placed in your Adverſary's Tables, and to be put upon the Cinq. Point in your own Tables, for a Gammon only.

VI.

Two Fives, to be brought over from the five Men placed in your Adverſary's Tables, and to be put on the Trois Point in your own Tables, for a Gammon, or for a Hit.

VII.

VII.

Size Ace, you are to take your Barr Point, for a Gammon, or for a Hit.

VIII.

Size Deuce, a Man to be brought from the five Men placed in your Adverſary's Tables, and to be placed on the Cinq. Point in your own Tables, for a Gammon, or for a Hit.

IX.

Six and Three, a Man to be brought from your Adverſary's Ace Point, as far as he will go, for a Gammon, or for a Hit.

X.

Six and Four, a Man to be brought from your Adverſary's Ace Point, as far as he will go, for a Gammon, or for a Hit.

XI.

Six and Five, a Man to be carried from your Adversary's Ace Point, as far as he can go, for a Gammon, or for a Hit.

XII.

Cinq. and Quatre, a Man to be carry'd from your Adversary's Ace Point, as far as he can go, for a Gammon, or for a Hit.

XIII.

Cinq. Trois, to make the Trois Point in your Table, for a Gammon, or for a Hit.

XIV.

Cinq. Deuce, to play two Men from the 5 placed in your Adversary's Tables, for a Gammon, or for a Hit.

XV.

XV.

* Cinq. Ace, to bring one Man from the five placed in your Adverſary's Tables for the Cinq. and to play one Man down on the Cinq. Point in your own Tables for the Ace, for a Gammon only.

XVI.

Quatre Trois, two Men to be brought from the five placed in your Adverſary's Tables, for a Gammon, or for a Hit.

XVII.

Quatre Deuce, to make the Quatre Point in your own Tables, for a Gammon, or for a Hit.

XVIII.

† Quatre Ace, to play a Man from the 5 placed in your Adverſary's Tables for the Quatre, and for the Ace, to play a Man down upon the Cinq. Point

in

in your own Tables, for a Gammon only.

XIX.

Trois Deuce, two Men to be brought from the five placed in your Adversary's Tables, for a Gammon only.

XX.

Trois Ace, to make the Cinq. Point in your own Tables, for a Gammon, or for a Hit.

XXI.

* Deuce Ace, to play one Man from the five Men placed in your Adversary's Tables for the Deuce; and for the Ace, to play a Man down upon the Cinq. Point in your own Tables, for a Gammon only.

CHAP. IV.

DIRECTIONS *how to play the Chances that are mark'd thus* (*) *when you are only to play for a Hit.*

I.

* TWO Trois, two of them are to be played on your Cinq. Point in your own Tables, and with the other two you are to take the Quatre Point in your Adverſary's Tables.

II.

† Two Deuces, two of them are to be play'd on your Quatre Point in your own Tables, and with the other two you are to take the Trois Point in your Adverſary's Tables.

The two foregoing Caſes are to be play'd in this manner, for this Reaſon, *viz.* That thereby you avoid being ſhut up in your Adverſary's Tables, and have the Chance of throwing high Doublets to win the Hit.

III.

III.

* Two Fours, two of them are to take your Adverſary's Cinq. Point in his Tables; and for the other two, two Men are to be brought from the five placed in your Adverſary's Tables.

IV.

1. * Cinq. Ace, play the Cinq. from the five Men placed in your Adverſary's Tables, and play the Ace from your Adverſary's Ace Point.

V.

2. * Quatre Ace, play the Quatre from the five Men placed in your Adverſary's Tables, and play the Ace from the Men on your Adverſary's Ace Point.

VI.

3. * Deuce Ace, play the Deuce from the five Men placed in your Adverſary's

verſary's Tables, and play the Ace from your Adverſary's Ace Point.

N. B. The three laſt Chances are play'd in this manner, for the following Reaſon: By laying an Ace down in your Adverſary's Tables, you have a Probability of throwing Deuce Ace, Trois Deuce, Quatre Trois, or Size Cinq. in two or three Throws; in any of which Caſes you are to take a Point, which gives you vaſtly the better of the Hit.

You may obſerve, by the Directions given in this Chapter, that you are to play 9 Chances out of the 36 in a different manner for a ſingle Hit, to what you would do when playing for a Gammon.

In this, and the foregoing Chapter, plain Directions are given, how, at ſetting out to play all the Chances on the Dice, either for a Gammon, or a ſingle Hit; but it is impoſſible to give full Inſtructions for the whole Progreſs of the Game;

Game; all that can be done towards helping a Learner, is to communicate ſome *Obſervations*, *Hints*, and *Cautions*, which, if attended to, may be of Uſe to him.

CHAP.

CHAP. V.

Some OBSERVATIONS, HINTS, *and* CAUTIONS, *which are to be attended to.*

I.

BY the Directions given to play for a Gammon, you are voluntarily to make ſome Blots, the Odds being in your Favour, that they are not hit; but, ſhould it ſo happen, that any Blot is hit, as in this Caſe you will have three Men in your Adverſary's Tables, you muſt then endeavour to ſecure your Adverſary's Cinque, Quatre, or Trois Point, to prevent a Gammon, and muſt be very cautious how you ſuffer your Adverſary to take up a fourth Man.

II.

Take care not to croud your Game at any time, if poſſible. What is meant by crowding a Game, is the

putting many Men either upon your Trois or Deuce Point in your own Tables; which is, in effect, loſing of thoſe Men, not having them in Play.

Beſides, by crowding your Game, to attempt to ſave a Gammon, you are often gammoned; becauſe, when your Adverſary finds your Game open, by being crowded in your own Tables, he may then play his Game as he thinks fit.

III.

By Recourſe had to the Calculations, you may know what are the Odds of your entring a ſingle Man upon any certain Number of Points, and by that means you may play your Game accordingly.

IV.

If you are obliged to leave a Blot, by Recourſe had to the Calculations for hitting it, you will find the Chances for and againſt you; and conſequently you will be enabled to judge how to play your Game to the greateſt Advantage.

V.

V.

You will alſo find, by the Calculations, the Odds for and againſt you, upon being hit by double Dice, and conſequently you will have it in your Power to chuſe ſuch a Method of Play as is moſt to your Advantage.

VI.

If it is neceſſary to make a Run in order to win a Hit, and you would know to a Point which is forwardeſt, your Adverſary or you, take the following Method:

Begin with reckoning how many Points you muſt have to bring home to your Size Point, in your own Tables, the Man that is at the greateſt Diſtance from it, and do the like by every other Man that is abroad; when the Numbers of thoſe Abſentees are ſummed up, add to them the following Numbers for thoſe already in your own Tables, (ſuppoſing the Men that were abroad as on your Size Point for bearing)

namely, six for every Man on the Size Point, five for every Man on the Cinque Point, four for every Man on the Quatre Point, three for every Man on the Trois Point, two for every Man on the Deuce Point, and one for every Man on your Ace Point. Do the like to your Adversary's Game, and then you will know which of you is forwardest, and likeliest to win the Hit.

CHAP. VI.

Obſervations and Directions for a Learner that has made ſome Progreſs at Back-Gammon; *particular Directions for bearing their Men.*

I.

IF your Adverſary is greatly before you, never play a Man from your Quatre, Trois, or Deuce Points, in order to bear that Man from the Point where you put it, becauſe that nothing but high Doublets can give you any Chance for the Hit; therefore, inſtead of playing an Ace or a Deuce from any of the aforeſaid Points, always play them from your Size or higheſt Point; by which means you will find, that throwing two Fives, or two Fours, will, upon having eaſed your Size and Cinque Points, be of great Advantage to you; Whereas, had your Size Point remained loaded, you muſt, perhaps, be obliged to play at length thoſe Fives, and Fours.

II.

Whenever you have taken up two of your Adverſary's Men, and that you happen to have two, three, or more Points made in your own Tables, never fail ſpreading your Men, in order either to take a new Point in your Tables, or to be ready to hit the Man your Adverſary may happen to enter. As ſoon as he enters one of his Men, you are to compare his Game with your's; and if you find your Game equal to his, or better, never fail taking his Man up, if you can, becauſe it is 25 to 11 againſt his hitting you; which Chance, being ſo much in your Favour, you ought always to run that Riſk, when you have already two of his Men up.

There is this Exception to this Rule, that if you play for a ſingle Hit only, and that your playing that Throw otherwiſe, gives you a better Chance for the Hit, you ought not to take up that Man.

III.

Never be deterred from taking up any one Man of your Adverſary's, by the

the Apprehenſion of his hitting you with double Dice, becauſe the faireſt Probability your Adverſary has of hitting you, is five to one againſt him.

IV.

If you ſhould happen to have five Points in your Tables, and to have taken up one of your Adverſary's Men, and are obliged to leave a Blot out of your Tables, take care, if it is in your Power, rather to leave it upon Doublets, than any other Chance, becauſe Doublets are 35 to 1 againſt his hitting you, and any other Chance is but 17 to 1 againſt him.

V.

Two of your Adverſary's Men in your Tables are better for a Hit, than any greater Number, provided your Game is forwardeſt, becauſe his having three or more Men in your Tables, gives him more Chances to hit you, than if he had only two Men in them.

VI.

VI.

If you are to leave a Blot, upon your entering of a Man in your Adverſary's Tables, or otherwiſe, and have it in your Choice to leave it upon what Point you pleaſe, always chuſe that which is the moſt diſadvantageous to him. To illuſtrate this by an Example, let us ſuppoſe it is his Intereſt to hit you or take you up as ſoon as you enter, in that Caſe you are to leave the Blot upon his loweſt Point; that is to ſay, upon his Deuce Point, rather than upon his Trois Point, or upon his Trois Point preferably to his Quatre Point, or upon his Quatre Point preferable to his Cinque Point, becauſe, (as has been mentioned before) all the Men your Adverſary plays upon his Trois, or his Deuce Points, are deemed as loſt, being in a great Meaſure out of Play, thoſe Men not having it in their Power to make his Cinque Point, and conſequently his Game will be crowded there, and open elſewhere, whereby you will be able alſo much to annoy him.

VII.

VII.

To prevent your Adverſary from bearing his Men to the greateſt Advantage, when you are running to ſave your Gammon; as, for inſtance, ſuppoſe you ſhould have two Men upon his Ace Point, and ſeveral other Men abroad, tho' you ſhould loſe one Point or two in putting your Men into your Tables, yet it is your Intereſt to leave a Man upon your Adverſary's Ace Point, which will have this Conſequence, that it will prevent his bearing his Men to his greateſt Advantage, and will alſo give you the Chance of his making a Blot, which you may chance to hit. But if, upon a Calculation, you find that you have a Throw, or a Probability of ſaving your Gammon, never wait for a Blot, becauſe the Odds are greatly againſt hitting it.

CHAP.

CHAP. VII.

Caſes, put by way of Examples, to ſhew how to calculate the Odds of ſaving or winning a Gammon.

I.

SUppoſe your Tables are made up, and that you have taken up one of your Adverſary's Men; and ſuppoſe your Adverſary has ſo many Men abroad as require three Throws to put them in his Tables;

Query, Whether you have the better of a Gammon, or not?

Anſwer, It is about an equal Wager that you gammon him.

Becauſe, in all Probability, you will have bore two Men before you open your Tables, and when you bear the third Man, you will be obliged to open your Size or Cinque Point; in that Caſe it is probable, that your Adverſary muſt take two Throws before he enters his Man

Man in your Tables, and two Throws more before he puts that Man into his own Tables, and three Throws more to put into his own Tables the Men which he has abroad, which in all make ſeven Throws: And as you have twelve Men to bear, which probably will take ſeven Throws in bearing, becauſe you may twice be obliged to make an Ace, or a Deuce, before you can bear all your Men.

N. B. No mention is made of Doublets of either Side, that Event being equal to each Party.

The foregoing Caſe being duly attended to, ſhews it is in your Power to calculate very nearly the Odds of ſaving or winning a Gammon upon moſt Occaſions.

II.

Suppoſe I have three Men upon my Adverſary's Ace Point, and five Points in my Tables, and that my Adverſary has all his Men in his Tables, three upon each of his five higheſt Points;

Query,

Query, Whether the Probability is for his gammoning me, or not?

Anſwer.		*Points.*
For his bearing 3 Men	from his 6 Point, is	18
	from his 5 Point, -	15
	from his 4 Point, -	12
	from his 3 Point, -	9
	from his 2 Point, -	6
	Total, -	60
To bring my 3 Men from my Adverſary's Ace Point, to my Size Point in my Tables, being for each 18 Points, make in all		54
	The Remainder is	6

And as beſides the ſix Points in your Favour, there is a further Conſideration to be added for you, which is, that your Adverſary may make one or two Blots in bearing, as is frequently the Caſe: You ſee by this Calculation, that you have greatly the better of the Probability of ſaving your Gammon.

N. B. This Caſe is ſuppoſed upon an Equality of throwing.

III.

III.

Suppoſe I leave two Blots, either of which cannot be hit, but by double Dice, to hit the one the Caſt muſt be eight, and to hit the other it muſt be nine; by which means my Adverſary has only one Dye to hit either of them. *Query*, What are the Odds of his hitting either of theſe Blots?

Anſwer.

The Chances on two Dice are in all,		36
The Chances to hit 8 are,	6 and 2 twice, -	2
	5 and 3 twice, -	2
	2 Deuces, - -	1
	2 Fours, - -	1
The Chances to hit 9 are,	6 and 3 twice, - -	2
	5 and 4 twice, - -	2
	2 Trois, - -	1
Total Chances for hitting, -		11
Remain Chances for not hitting,		25

So that it is 25 to 11 that he will not hit either of thoſe Blots.

IV.

To give another Example, let us ſuppoſe that I leave two other Blots than the former, which cannot be hit but by double Dice, the one muſt be hit by eight, and the other by ſeven.

Query, What are the Odds of my Adverſary's hitting either of theſe Blots?

Anſwer.

The Chances on two Dice are in all,		36
The Chances to hit 8 are,	6 and 2 twice, -	2
	5 and 3 twice, -	2
	two Fours, - -	1
	two Deuces, - -	1
The Chances to hit 7 are,	6 and 1 twice, - - -	2
	5 and 2 twice, - - -	2
	4 and 3 twice, - - -	2
Total Chances for hitting, -		12
Remain Chances for not hitting,		24

There-

Therefore it is two to one, that I am not hit.

The like Method is to be taken with three, four, or five Blots upon double Dice; or with Blots made upon double and ſingle Dice at the ſame time; you are then only to find out (by the Table of 36 Chances) how many there are to hit any of thoſe Blots, and add all together in one Sum, which ſubſtract from the Number 36, which is the whole of the Chances upon two Dice: So doing reſolves any Queſtion required.

V.

The following Caſes are to ſhew a way of calculating, which may be call'd a mechanical way of ſolving of Queſtions of the like Nature.

I would know what are the Odds of throwing 7 twice, before 10 once?

Anſwer.

It is 5 to 4 that 10 is thrown once before 7 is thrown twice, which is demonſtrated, as follows:

Suppoſe the Stake depending is nine Pounds, my firſt Throw entitles me to have one third Part of that Money, becauſe 7 has ſix Chances for it, and 10 has but three Chances, and therefore it is two to one.

	l.	*s.*	*d.*
For the firſt Throw - - -	3	0	0
Having taken 3 *l.* out of the 9 *l.* for the firſt Throw, the Remainder is 6 *l.* out of which a third Part is to be taken for the ſecond Throw, - - - - -	2	0	0
The Total is,	5	0	0
Remains,	4	0	0
The whole Stake is,	9	0	0

VI.

I would know what are the Odds of entering a Man upon any certain Point in two Throws?

Anſwer.

Suppoſe 36 Shillings is the whole Stake depending, I would know what

is

is my Share of that Stake, having lay'd 18 Shillings that I enter in two Throws? By the Calculations in the Table of 36 Chances, it is found that I have 11 Chances out of the 36 for entering the firſt Throw, for which therefore I am entitled to 11 out of the 36 Shillings.

	s.	*d.*
The Stake is, — —	36	0
For the firſt Throw, —	11	0
Remains, —	25	0

The Remainder, being 25 Shillings, is to be divided into 36 equal Parts, of which I am entitled to eleven of thoſe Parts, which makes 7*s.* 7*d.* ½ for the ſecond Throw, - - - - 7 7½

Adding this to the other 11 Shillings, makes my Share of the Stake to be, - - - - - 18 7½

	s.	d.
Then my Adverſary's Share will be	17	4½
Total of the Stake,	36	0

Therefore it is very nearly 15 to 14 in favour of entering a Man upon any certain Point in two Throws.

CHAP. VIII.

Critical Caſes for a Back-game.

I.

LET us ſuppoſe *A.* plays the Fore-Game, and that all his Men are placed in the uſual Manner.

For *B*'s Game, let us ſuppoſe, that 14 of his Men are placed upon his Adverſary's Ace Point, and one Man upon his Adverſary's Deuce Point, and that *B.* is to throw.

Query, Which Game is likelieſt to win the Hit?

Anſwer,

Anſwer, *A*'s is the beſt by Gold to Silver, or 21 *for*, to 20 *againſt*; becauſe, if *B*. miſſes an Ace to take his Adverſary's Deuce Point, which is 25 to 11 againſt him, *A*. is, in that Caſe, to take up *B*'s Men in his Tables, either ſingly, or to make Points; and if *B*. ſecures either *A*'s Deuce or Trois Point, in that Caſe, *A*. is to lay as many Men down as poſſible, in order to be hit, that thereby he may get a Back-Game.

When you are pretty well vers'd in the Game of Back-Gammon, by practiſing this Back-Game, you will become a greater Proficient in the Game than by any other Method, becauſe it clearly demonſtrates the whole Power of the Back-Game.

II. *Back-Game.*

Let us ſuppoſe *A* to have five Men placed upon his Size Point, five Men upon his Quatre Point, and five Men upon his Deuce Point, all in his own Tables.

And let us ſuppoſe *B*. to have three Men placed upon *A*'s Ace Point, three Men

Men upon *A*'s Trois Point, and three Men upon *A*'s Cinque Point; let *B.* alſo have three Men upon his Size Point in his own Tables, and three Men plac'd out of his Tables, in the uſual Manner.

Query, Who has the better of the Hit?

Anſwer, It is an equal Game; but to play it critically, the Difficulty lies upon *B.* who is in the firſt place to endeavour to gain his Cinque and Quatre Points in his own Tables, and when that is effected, he is to play two Men from *A*'s Cinque Port, in order to oblige his Adverſary to blot, by throwing an Ace, which, if *B* hits, he will have the faireſt Probability of winning the Hit.

III. *Back-Game.*

Suppoſe *A.* has three Men upon *B*'s Ace Point, and three Men upon *B*'s Deuce Point, alſo three Men upon his Size Point in his own Tables, and three Men upon his uſual Point out of his Tables, and three Men where his five

Men

Men are uſually placed in his Adverſary's Tables.

And let us ſuppoſe *B.* has his Men plac'd in the ſame Manner, both in his own and his Adverſary's Tables, with this Difference only, *viz.* inſtead of having three Men put upon *A*'s Deuce Point, let him have three Men upon *A*'s Trois Point.

Query, Who has the beſt of the Hit?

Anſwer, *A.* becauſe the Ace and Trois Point are not ſo good for a Hit, as the Ace and Deuce Points in your Adverſary's Tables, for this Reaſon, becauſe when you are bearing your Men, you have the Deuce Point in your own Tables to play your Men upon, which often prevents your making a Blot, which muſt happen otherwiſe to your Adverſary; and take care to lay down Men to be hit as often as you can, in order to keep your Game backward, and for the ſame Reaſon avoid hitting any Blots which your Adverſary makes.

IV.

As a Caſe of Curioſity and Inſtruction.

Let us ſuppoſe *A.* has his 15 Men upon *B*'s Ace Point, *B.* is ſuppoſed to have his Barr Point, alſo his Size, Cinque, Quatre, and Trois Points in his own Tables.

Query, How many Throws is *A.* likely to take to bring his 15 Men into his own Tables, and to bear them?

Anſwer, You may undertake to do it in ſeventy-five Throws.

It is Odds in *A*'s Favour that he throws an Ace in two Throws; it is alſo Odds in *A*'s Favour that he throws a Six in two Throws; when theſe Events happen, *A.* has a Probability of not wanting above two or three Throws to play, till he has got all his fifteen Men into his own Tables: Therefore, by a former Rule laid down to bring your Men home, and alſo for bearing your Men, you may be able to find out the Probability of the Number of Throws required. *Note*, *B.* ſtands ſtill, and does not play.

V.

V.

A Caſe of Curioſity and Inſtruction.

Where *A.* and *B.* ſhall play as faſt as uſual, and yet *A.* ſhall make the Hit laſt, probably, for many Hours.

We will ſuppoſe *B.* to have bore 13 Men, and that *A.* has taken up the two remaining Men.

And let us ſuppoſe that *A.* has his 15 Men in *B*'s Tables, *viz.* three Men upon his Size Point, three upon his Cinque Point, three upon his Quatre Point, three upon his Trois Point, two upon his Deuce Point, and one upon his Ace Point.

The Method, which *A.* is to take, is this: Let him bring his 15 Men home, by always ſecuring ſix cloſe Points, till *B.* has enter'd his two Men, and brought them upon any certain Point; as ſoon as *B.* has gain'd that Point, *A.* muſt open an Ace, Deuce, or Trois, or all three; which effected, *B.* hits one of them, and *A.* taking care to have two or three Men in *B*'s Tables, is ready to hit that Man; and alſo, he being aſ-

ſured

ſured of taking up the other Man, has it in his Power to prolong the Hit to almoſt any Length, provided he takes Care not to open ſuch Points, as two Fours, two Fives, or two Sixes, but always to open the Ace, Deuce, or Trois Points for *B.* to hit him.

VI.

I would know what are the Odds upon two Dice, for throwing two Sixes, two Fives, or two Fours, in three Throws? which, by mechanical Calculation, may be found thus:

Anſwer, Suppoſing 36 Shillings to be the Stake depending, the Thrower will be entitled to have for his firſt Throw, — — — — 3 *ſhil.* which deducted out of 36, remains 33; which divided again into 36 Parts, make ſo many eleven Pence, out of which the Thrower is to have 3 for his ſecond Throw, — — — *s.* 2 *d* 9

The Remainder, 30 Shillings and 3 Pence, is again to be divided into 36 Parts; dividing the 30*s.*

ſo,

ſo, make ſo many Ten-pence, and the 3 Pence divided into ſo many Parts, make ſo many Thirds of Farthings, of which the Thrower is to have 3 Parts for his Share for his third Throw

	s.	*d.*
	2	$6\frac{1}{4}$
Total for the Thrower,	8	$3\frac{1}{4}$

So that it is 27 *s.* 8 *d.* $\frac{1}{4}$ to 8 *s.* 3 *d.* $\frac{1}{4}$ againſt the Thrower; which reduced into the ſmalleſt Number, is very nearly as 10 to 3, that 2 Sixes, 2 Fives, or 2 Fours, are not thrown in 3 Throws.

VII.

BACK-GAME.

Suppoſe *A.* to have 2 Men upon his Size Point in his own Tables, 3 Men upon his uſual Point out of his Tables, 2 Men upon the Point where his 5 Men are uſually placed in his Adverſary's Tables, 5 Men upon his Adverſary's Ace Point, and 3 Men upon his Adverſary's Quatre Point.

And let us ſuppoſe *B.* to have 2 Men upon his Size Point in his own Tables, 3 Men upon his uſual Point out of his Tables, 2 Men upon the Point where his 5 Men are uſually placed in his Adverſary's Tables, 5 Men upon his Adverſary's Ace Point, and 3 Men upon his Adverſary's Trois Point.

Query, Who has the faireſt Chance to win the Hit?

Anſwer, *A.* has, becauſe he is to play either an Ace, or a Deuce from his Adverſary's Ace Point, in order to make both thoſe Points as Occaſion offers, and having the Quatre Point in his Adverſary's Tables, he may more eaſily bring thoſe Men away, if he finds it neceſſary, and he will alſo have a reſting Place by the Conveniency of that Point, which at all times in the Game will give him an Opportunity of running for the Hit, or ſtaying, if he thinks proper. Whereas *B.* cannot ſo readily come from the Trois Point in his Adverſary's Tables.

CHAP.

CHAP. IX.

LET us ſuppoſe *A.* and *B.* place their Men in the following manner for a Hit.

Suppoſe *A.* to have 3 Men upon his Size Point in his own Tables, 3 Men upon the uſual Point out of his Tables, and 9 Men upon his Adverſary's Ace, Deuce, and Trois Points, 3 Men to be placed upon each Point; and ſuppoſe *B*'s Men to be placed in his own, and in his Adverſary's Tables, in the ſame Order and Manner.

The Reſult is, that the beſt Player ought to win the Hit; and the Dice are to be thrown for, the Situation being perfectly equal in *A*'s and *B*'s Game.

If *A* throws firſt, let him endeavour to gain his Adverſary's Cinque Point; when that is effected, let him lay as many Blots as poſſible, to tempt *B.* to hit him; for every Time that *B.* hits them will be in *A*'s Favour, becauſe it

puts him backward; and let *A.* take up none of *B*'s Men for the ſame Reaſon.

A. is always to endeavour to take Care to have three Men upon each of his Adverſary's Ace and Deuce Points; becauſe when *B.* makes a Blot, thoſe Points will remain ſecure, and by Recourſe had to a former Caſe (*Numb.* V. in the former Chapter) when *A.* has bore 5, 6, or more Men, yet *A.* may ſecure 6 cloſe Points out of his Tables, in order to prevent *B.* from getting his Man home, and by Recourſe had to the Calculations, he may eaſily find out (in caſe he makes up his Tables) who has the better of the Hit; and if he finds that *B.* is forwardeſt, he is then to endeavour to lay ſuch Blots to be taken up by his Adverſary, as may give him a Chance for taking up another Man, in caſe *B.* ſhould happen to have a Blot at home.

Thoſe who play the foregoing Game well, may be ranked in the firſt Form.

II.

II.

A Caſe of Curioſity.

A. and *B.* play at Back-Gammon, *A.* has bore 13 Men and has 2 Men to bear upon his Deuce Point, *B.* has 13 Men in his own Tables with 2 Men to enter. *B.* is to throw.—And to name the Throws both for himſelf and *A*, but not to hit a Blot of either Side.

Query, What Throws is *B.* to name for both Parties, in order to ſave his Gammon?

Anſwer, *B.* calls for himſelf 2 Aces, which enters his 2 Men upon *A*'s Ace Point. *B* alſo calls 2 Aces for *A.* and conſequently *A.* cannot either bear a Man nor play one; then *B.* calls for 2 Sixes for himſelf, and carries one Man home upon his Size Point in his own Tables, and the other he places upon his Adverſary's Bar Point: *B.* alſo calls Size Ace for *A.* ſo that *A* has one Man left to bear, and then *B.* calls for himſelf either 2 Sixes, 2 Fives, or 2 Fours, any of which bear a Man, in Caſe he has Men in his own Tables

upon thoſe Points, and to ſave his Gammon.

III.

The following Queſtion is to be attended to, as being Critical and Inſtructive.

Suppoſe that both yours and your Adverſary's Tables are made up.

Alſo that you have 1 Man to carry home, but that he has 2 Men on your Bar Point to carry home, which lye in wait to catch your Man, and that if you paſs him you are to win the Hit. Suppoſe alſo that you have it in your Choice to run the Riſk of being hit, by 7, or by 8, both of which are Chances upon double Dice.

Query, Which of theſe Chances is it beſt for you to venture?

Anſwer, That of 7, for the following Reaſons: *Firſt*, becauſe that the Chances of being hit by 7, or by 8 are equal.

Secondly, if he does not hit 7, you will then have in your Favour 23 Chances to 13, that by your next Throw you either hit him or paſs beyond him.

Thirdly,

Thirdly, In Caſe your ſecond Throw ſhould happen to be under 7, and that conſequently you cannot hit him, yet you may play that Caſt at home, and conſequently leave the Blot upon double Dice.

Whereas if on the contrary, you had made Choice of leaving the Blot upon 8, you would have made a bad Choice, for the Reaſons following:

Firſt, Becauſe the Chances for being hit by 7, or by 8, are only equal.

Secondly, Becauſe if you ſhould eſcape the being hit by 8, yet you would then have but 17 Chances in your Favour, againſt 19 for either hitting him, or paſſing beyond him by your next Throw.

Thirdly, In Caſe your ſecond Throw ſhould happen to be Size-Ace, which is ſhort of him, you would then be oblig'd to play the Man that is out of your Tables, not being able to play the ſix at home, and conſequently to leave a Blot to be hit by a ſingle (or flat) Dye; which Event, upon Suppoſition that you play for 18 Shillings a Game, it would entitle him to 11 Shillings of the whole Stake depending.

The

The LAWS *of* BACK-GAMMON.

1*ſt*, IF you take a Man from any Point, that Man muſt be play-ed; the ſame muſt be done if 2 Men are taken from it.

2*d*, You are not underſtood to have play'd any Man, till you have placed him upon a Point and quitted him.

3*d*, If you play with 14 Men only, there is no Penalty attending it, becauſe by playing with a leſſer Number than you are entitled to, you play to a Diſ-advantage, by not having the additional Man to take up your Tables.

4*th*, If you bear any Number of Men, before you entered a Man taken up, and which conſequently you was obliged to enter, ſuch Men, ſo born, muſt be en-tered again in your Adverſary's Tables, as well as the Man taken up.

5*th*, If you have miſtaken your Throw, and play'd it, and if your Ad-verſary has thrown, it is not in your or his Choice to alter it, unleſs both Par-ties agree to it.

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An ALPHABETICAL

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